

MILTON ULLADULLA DOG TRAINING CLUB

OBEDIENCE CLASS STRUCTURES

PUPPY AND QUICK START CLASSES

Week 1:

- Breeds their characteristics and history
- How puppies learn and an intro to clicker training
- How to fit a collar and how to hold a lead and clicker correctly
- Teaching puppy his name and watch command
- How to handle your puppy and the benefits
- Engagement and Let's Go game
- Teach sit /drop
- Teach leash pressure
- Collar grab game

Week 2

- Teach stand
- Teach It's Your Choice game
- Teach loose leash walking
- Teach sit while in heel position
- Revise sit/drop
- Teach come when called

Week 3

- Teach heel at very short distance
- Restrained recall/tug play
- Discuss Dog Body Language

Week 4

- Teach brief stay
- Discuss jumping up
- Teach Touch
- Teach left and right about turns

Show and tell for owners to showcase how well their puppies are doing before progressing to Quick Start level 2

CLASS 1

- Heel, sit, drop, turns
- Stand
- Stay
- Comefore
- Pivot Turn
- Got to Mat
- Dumbbell intro
- Games

CLASS 2

- Heel on loose lead, all turns at all paces
- High standard auto sits
- Sit, drop, stand verbal only and hand signal only
- Stand for exam on lead
- Formal recall taught with place finish and around handler finish
- 1 minute sit, 2 minute down stays
- Introducing the dumbbell retrieve
- Tricks, mat work
- Games

CLASS 3

- Heeling off lead
- Heeling perfection, all paces, auto sits, foot work
- Sit, drop, stand all places (dog behind, beside, in front)
- Recall off lead under distraction – formal and drop on recall
- Sit, drop, stand all paces and in motion
- Return to heel from any position
- Proofing extended stays in all positions
- Figure 8 heeling
- Fetching off lead, return to front holding dumbbell
- Introducing out of sight stays
- Introducing jumping and tunnel
- Take, hold, give, dumbbell work, dummy or toys
- Different finishes, place sit, you return to dog
- Stand for examination end of lead
- Comes – arm work

- Tricks
- Games
- Perch work
- Always finish with a fun game

Class 3 is a maintenance class with some additional exercises.